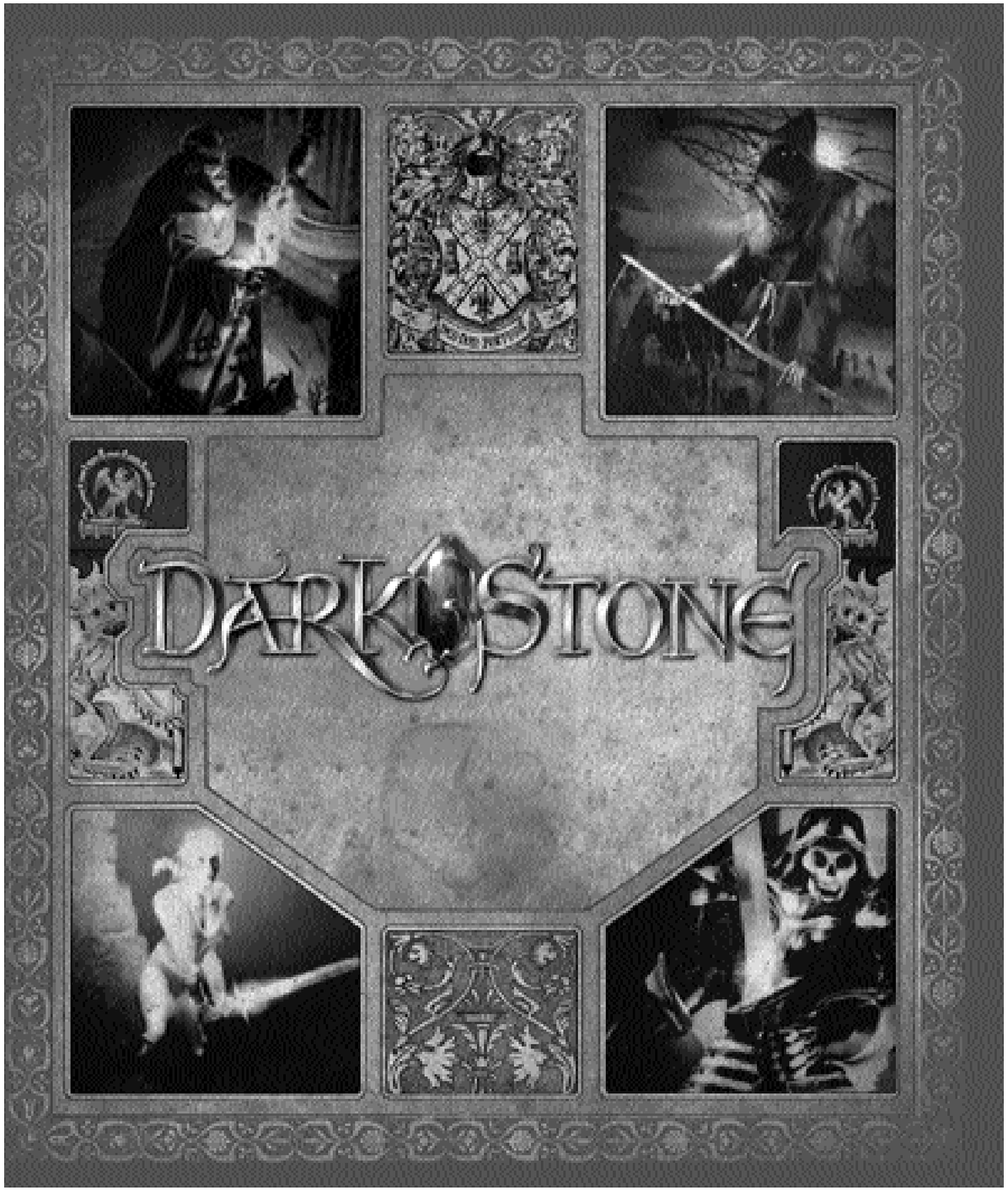

DARKSTONE

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FOREWORD

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HISTORY

THE LAND OF UMA

“Draw closer, sit beside me and listen to the tale I have to tell about your land, the Land of Uma.

Today, you are called upon to play a vital role in the future of our universe. Your hearts burn with a fire which darkness cannot quench. For you are the Pure of Heart, whose destiny is to fight Evil. But before you engage in battle, you must learn about Uma’s history and thus come to understand why the threat of darkness still hangs over the people of this planet, even today.

The Land of Uma was created in the mists of time by Life. It was indeed Life that fashioned this land, sculpting its every contour, providing the blood coursing through the veins of its animals and the life-giving source for its vegetation.

But the balance of the universe was under threat and Death had to be created to re-establish some degree of harmony. After all, this is why Life cannot exist without Death. Consequently, the plants began to wither and bloodshed broke out amongst the animals, thus perpetuating the eternal cycle of life and death.”

The Primeval Battle

“Thus elapsed thousands of years, which passively witnessed this unending, titanic struggle between Life and Death as it transformed the peaceful Land of Uma into a battlefield. This period became known as the Primeval Combat. It came to an end with Life emerging victorious, but the Land of Uma had now become one huge mass grave. Out of the ashes of this destruction rose Mankind, representing the ultimate challenge to Death. It went forth populating the world, imbuing the land and sea once again with Life. These men, your forbears, created villages, tilled the fields to produce corn and planted trees and bushes yielding fruit and flowers. This marked a golden age, an age of peace and harmony, but at the same time Man continued waging a relentless war against Death. As a token of her gratitude for Man’s toil, Life decided to assume human form as the goddess Kaliba, the goddess of nature, and gave our ancestors magic powers.”

The Dawn of Kaliba

“Our ancestors called this period the Dawn of Kaliba. The magic powers helped our ancestors to triumph over adversity and allowed them to create magical creatures, the Dragons of the Dawn, which became Kaliba’s invaluable allies. They would protect the villages and castles, light the furnaces of our craftsmen’s forges and, with their sacred fire, would help the population through the harsh winters by warming up the air.

The Dragons of the Dawn were not the only creatures to inhabit the Land of Uma. There were others, just as gentle, which are now extinct. Among these were water-sprites, whose songs sounded like a babbling brook; fairies, whose beating wings created rainbows, centaurs, pixies, imps, and many more.... But the Dawn of Kaliba was followed by the Wars of Darkness, which swept all these creatures aside like straws on the wind.”

The Wars of Darkness

“The Wars of Darkness marked the decline of Mankind. The Grim Reaper had licked his wounds and once again, wielding his scythe, started to shed blood. He began to gnaw at the hearts of men, fueling their greed and spreading jealousy and lies amongst them...

When I think back to this time, I can still vividly remember the deep distress which gripped the hearts of men; the outbreak of bloodshed among them and the tears of the goddess, shed in great sorrow as she contemplated the havoc wreaked by Death, as men killed each other in the pursuit of a scrap of land, power and money... This period of the Wars of Darkness also saw the demise of the magical creatures, especially the Dragons of the Dawn. Others were doomed to become creatures of Evil, as imps were transformed into goblins and fairies into gorgons. But Evil’s triumph over Life was not quite complete. Our goddess, Kaliba, overcame the distress that burdened her heart and offered one final message of hope to mankind. In doing so, she called upon the assistance of the druids who lived in the great forests of Uma. These druids were the devoted servants of Nature and would willingly sacrifice themselves to ensure that Life would triumph. In order to make it a more equitable contest and help the druids to drive Death beyond the confines of Uma, the goddess Kaliba gave them the gift of the Time Orb, fashioned from the Tears which dropped from her cheeks. The druids were now ready to bring the Wars of Darkness to an end, and men wept as they recognized the madness that had possessed them.”

The Age of Harmony

“The Wars of Darkness ended about a thousand years ago. Following this, the druids who had survived this battle against Death decided to break up the Time Orb to prevent it from being used for evil purposes. And so, the Orb was broken into seven crystals, the seven tears of Kaliba. Each of these crystals was entrusted to an anonymous guardian, whose mission it was to watch over the crystal and to pass it on to a new guardian, worthy of their trust, before their death. But all the guardians knew that the day would come for them to be parted from their crystals. And this day arrived when the Pure of Heart came to them.

During the course of this last thousand years, a period known as the Age of Harmony, the druids gradually began to die out as men learned to co-exist in peace. Everyone then believed that Death would give up the fight and that its creatures would disappear from the land of Uma forever. In order to ensure that this would happen, Kaliba created an order of monks whose task was to guide Mankind along the long path of Life. And indeed, during these thousand years the monks were utterly devoted to their task. But, how foolish to think that the Forces of Darkness could be completely vanquished! How blind men were, not to see that Death was biding its time for the least sign of weakness, for a wicked heart that it could invade....

And I am the being with that wicked heart, the Chosen One of Death. I am Draak, and I will spread my cover of darkness over this golden age, an era so wretched and lack-luster compared to the Age of Darkness that is about to dawn. I used to be one of Kaliba’s monks and could see how weak and derisory the powers offered by the goddess were. There is only one real power, and that is the power offered by Death, a power whose depth and strength makes Kaliba’s pathetic magic pale into insignificance.

When I was a mere monk I was called Drakil Tanan. By then, I was already fascinated by the magic of darkness, a fascination which soon developed into an obsession. When night fell I would slip into the library and pore over the forbidden texts, eager to learn the dark secrets of necromancy. I spent years in the vaults, where I raised specters and skeletons to become my slaves and help me fulfill my mission. But one day, the monks of Kaliba uncovered my secret. And just imagine, those fools dared to pass judgement on me, Drakil Tanan, the great necromancer. I therefore left the monastery without any regrets, leaving behind my old name and assuming the new name of Draak.

Draak...a name which rises up like a funeral dirge, sounding a knell, the death knell for Kaliba. This name was my comfort during the years after I left the monastery. In the bowels of this land, my torrent of supplication was answered and I became the disciple of Necromancy. My powers were enhanced and, at the same time, my soul became ever more consumed by my obsession, plumbing depths known only by Death itself. Ah yes, the Grim Reaper soon realized what an invaluable ally he had in me. And just as the goddess Kaliba had given the druids the Time Orb, I was made privy to the ultimate secrets of Necromancy.

I was now able to return to the goddess Kaliba's heavenly kingdom. But, I have to admit that this was a grave error. It was still far too soon to challenge Kaliba, even though I had already used my newly acquired powers to devastate the gold and silver towers of her kingdom and set ablaze the wings of the angels protecting her.

The battle between us lasted a day and a night with Kaliba emerging the victor, damn her! However, prior to my defeat, I had dealt her a cruel blow. In the heat of the struggle, I grabbed one of her hands and took it down to the bowels of this land. Using my powers of Necromancy I corrupted this hand, turning it into an instrument of my revenge: the Astral Hand.

Armed with this artifact, I made my way to the Dragons of the Dawn cemetery, where I intended to raise up from the ashes the most powerful dragon of all, the Dragon Lord, but not in his previous incarnation where he was subservient and loyal to man. I wiped his mind and stole his magic so that I could be transformed into a dragon...

Now I am able to devastate this world, capture its people and allow Death to feed on their souls. Kaliba's monks, these same ones who dared to drive me away, tried to make me see reason. They wanted us to meet face to face. How their feeble attempts were in vain. I cast them into the flames of Hell for their pains, and with their ashes still smoldering I put a curse on the Order of Kaliba. I was then able to turn some monks into demonic skeletons, utterly devoted to my cause...

You will feel my vengeance, you wretched people. My wings will cast a long shadow over this land, plunging it deep into darkness. I will use your bones to build my throne and your souls to feed my subjects. And as for you, the Pure of Heart, you may well think that you can re-create the Time Orb to prevent me from destroying the land of Uma. But do not delude yourselves. I will not let you find the seven crystals that make up the Time Orb and defeat me. I will track you down wherever you are, you wretched creatures. And you will die because no one can defy with impunity Draak, the necromancer and Dragon Lord....”

INSTALLATION

System Requirements

Minimum Configuration

Operating system	Windows 95 or 98
Processor type	Pentium 233 MHz MMX (or Cyrix or AMD equivalent)
Video card	4 MB 3D AGP or 8 MB Direct 3D PCI compatible accelerator card
Resolution	16 Bit colors
Free hard disk space	170 MB
RAM	32 MB
CD-ROM drive	8X speed with a Windows 95/98 CD-ROM driver
DirectX (supplied with CD)	DirectX6.1 or later; DirectX6 Media
Input devices	Keyboard, mouse

Recommended Configuration

Operating system	Windows 95 or 98
Processor type	Pentium II 350 MHz (or Cyrix or AMD equivalent)
Video card	4 MB 3D AGP or 8 MB Direct 3D PCI compatible accelerator card
Free hard disk space	380 MB
RAM	64 MB
CD-ROM drive	8X speed with a Windows 95/98 CD-ROM driver
DirectX (supplied with CD	DirectX6.1 or later; DirectX6 Media
Input devices	Keyboard, mouse

Multiplayer Mode:

For 2 to 4 players
- Via LAN: IPX (recommended) or TCP/IP
- Via Internet: TCP/IP (recommended) or IPX via KALI

INSTALLING THE GAME

Note: DARKSTONE was specifically developed to run under the operating system Windows 95 or 98 and does not run under MS-DOS.

Disk Preparation:

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the START button from the Taskbar. The Start menu opens.
2. From the Start menu, select RUN. Then, in the Run dialog box, type scandisk and click OK.

Once the program starts, ensure that you have selected THOROUGH in the Type of test section, make sure there is a check mark in the AUTOMATICALLY FIX ERRORS box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click START to have the program scan the drive and correct any errors.

3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the START button from the Taskbar. The Start menu opens.
4. From the Start menu, select RUN. Then, in the Run dialog box, type DEFRAG and click OK. As with ScanDisk, select the drive you are installing the game to and click OK.

DIRECTX™ INSTALLATION NOTES

Read This Section Completely Before Playing Darkstone Or Installing The DirectX Drivers.

DirectX is an Application Programming Interface that allows Windows®95/Windows®98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows®95/Windows®98 games. Darkstone uses the DirectX 6.1 API (the latest version of DirectX at the time of release) and includes DirectX 6 files which you can install.

The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers respectively, for proper operation of these components. Using video, sound and 3D card drivers that do not have DirectX 6.1 support will result in display, audio and 3D problems in DirectX 6.1 applications. During the installation of DirectX 6.1, your video, sound and 3D card drivers will be updated if required. The DirectX 6.1 files included with Darkstone includes drivers for most video, sound and 3D cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX 6.1 support.

After installing DirectX 6.1, check to see if your video, sound and 3D card drivers have DirectX 6.1 support:

1. Click the Start button on your Windows®95/Windows®98 Taskbar. Then click Run....
2. From the Run dialog box, type c:\program files\directx\setup\dxdiag.exe then click OK.

The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers click on the Display 1 tab, to check your sound card drivers click on the Sound tab and to check your 3D card drivers click on the Display 2 tab. On each of these screens, the Drivers section tells you whether or not your driver is certified by Microsoft as supporting DirectX 6.1.

If your driver is reported as ‘Certified: Yes’ your device has DirectX 6.1 support and should work properly in DirectX 6 applications.

If your driver is reported as ‘Certified: No’ your device does not have DirectX 6.1 support and may experience problems running DirectX 6.1 applications. If this is the case please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the [Troubleshoot] button, accessed from the [Still Stuck?] tab.

Important Note: During the installation of DirectX 6.1, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

Installation:

You should install DARKSTONE as follows:

- Start the Windows 95 or 98 operating system.
- Ensure that your desktop is set up for 16 bit color (65536 colors).
- Insert the DARKSTONE CD in your drive. The DARKSTONE installation screen automatically appears (unless the auto insert notification option has been disabled). If this is not the case, run the AUTORUN.EXE file supplied on the CD.
- Click Exit to quit the game without installing it.
- Click INSTALL to start the installation procedure.
- Follow the on-screen instructions (please read the DirectX Installation Notes section on pg.7 before selecting the Direct installation options).

Installation Folder:

- If you wish to install DARKSTONE in the default directory (C:\Program Files\Delphine Software\Darkstone), click Next in the installation folder selection dialog box.
- If you wish to install the game in another folder, click BROWSE..., then select the destination folder into which you wish to install the game. You will be prompted to confirm the directory selected. Click OK. The installation folder selection dialog box appears again. Click Next and continue the installation.
- You can decide how much hard disk space the game installation will occupy by selecting one of the following options:
  - Typical installation: The game will be installed automatically with the most frequently used options. This is the recommended installation for most players.
  - Compact installation: The game will be installed automatically with the minimum of options required.
  - Customized installation: You can customize your options. This is the recommended installation for experienced players.

  Note: The more game options you have installed, the better the performance you will attain.

Starting the Game:

- Start the Windows 95 or 98 operating system.
- Insert the Darkstone CD in your drive.
- If you have inserted the CD in your drive after Windows 95 or 98 has been started, the Start screen will appear automatically (unless this option has been disabled). Click EXIT to quit the game, or START to begin the game.

Alternatively, you can:

- Open the Start menu from the Taskbar and select Programs.
- Click Darkstone\Darkstone to start the game.

Tip: If you wish to start Darkstone even more quickly, you can create a shortcut directly onto your desktop. To do this, open the folder where Darkstone has been installed, right-click the Darkstone program icon and, holding the button down, drag it onto your desktop. Release the button and select “Create shortcut(s) here”. To start the game you will now only have to double-click on the shortcut icon you have just created.

TROUBLESHOOTING:

Refer to the “Readme.txt” file, available from the root directory of the CD-ROM.

ABOUT DARKSTONE

This section of the manual outlines the basic principles of DARKSTONE.

If you are already quite familiar with this type of role-playing game, you can proceed to the next section: "Playing Darkstone".

Note: If you wish to quickly find the definition of one of the key terms and expressions used in this game (displayed in italics in the text), please refer to the Glossary at the back of the manual.

OVERVIEW

The aim of DARKSTONE is to complete a number of quests. You should recover the seven crystals to re-create the Time Orb, which is the only means of being able to defeat the infamous Draak.

In order to achieve this objective, you have to destroy all your enemies and learn to survive in hostile regions and in the depths of dark mazes. But, there is more to this than meets the eye. It isn't simply a matter of making your way through these places, brutally exterminating anything that moves en route.

CLASSES AND ATTRIBUTES

To play the game you have to choose one from several characters belonging to different classes (Warriors, Wizards, Thieves, Priests...).

The class your character belongs to determines his strengths and weaknesses.

For example, the Warrior's main asset is his physical strength, whereas the Wizard relies more on his extensive knowledge of magic. Therefore, the former would overwhelm his opponent best in direct combat, while the latter would rather keep his distance and cast spells.

These various attributes are integrated into the game by defining, at the start of the game, a set of four attributes (strength, vitality, dexterity and magic). Each of these attributes is allotted a number of points, which varies depending on the class. The higher the number of points allotted to the attribute, the greater the influence this attribute will have on the character's actions.

The game, therefore, begins with the members of each class possessing the following four attributes: strength, vitality, dexterity and magic, which are particular to them. These attributes are likely to develop during the course of the game.

EXPERIENCE LEVEL

Your character also has another very important attribute: experience level. Your hero starts the game with very little experience. He has been well trained, but is a complete beginner in the field. So, his experience level starts at the lowest level: 1. But as your character takes on opponents, his experience level will rise. In fact, he accumulates experience points every time he engages in combat and raises his experience level each time he reaches a given total of experience points determined by the game. He then acquires level points which should be distributed among your character's attributes so that he can advance. You have to decide whether you want to develop his strong points further or strengthen his weaknesses.

LIFE, MANA AND FOOD

Your characters also have another three attributes, which have to be closely monitored during the game. These are their life level (vital energy), mana level (magic power used for casting spells) and food level (physical energy).

Your character's life level can be reduced in combat and his mana level can fall through casting spells. The food level can drop in relation to the amount of physical effort expended.

If you don't have vital energy you will die. If you don't have mana you won't be able to use any magic. And if you don't have a bite to eat, your character will simply get weak and die.

Fortunately, while going through the mazes you will be able to find vital supplies to restore your energy levels. You will also notice that your character's mana level will rise again automatically at regular intervals during the game.

The Town

You begin the game in the town, which is a populated area harboring no enemies. You will meet various people who are likely to help you in your quest. You can buy and sell arms in the town, as well as magic spell books, scrolls, potions and food. You will have to be quite discerning in how best to spend your money to ensure that you are fully prepared when the time comes.

What Next?

Once you have been around the town you should explore other different lands and discover the entrances to various shady places (dungeons, cellars, caves...). You should speak to the local people, fight monsters, gather and use various objects (weapons, scrolls, gold pieces, food etc.). Ultimately, you may succeed in completing your quest.

- Whether your character survives or not will depend on your ability to handle all of these parameters.
- The experience levels represent successive stages in the characters' development and should not be confused with the various game levels, represented by the different mazes which the player has to explore.

MOVING AROUND THE GAME

You move your character around using the mouse only.

To move your character, place the cursor on the spot you want your hero to move to and left click. The character will then move to the selected spot. If you hold down the left mouse button and point the cursor in the desired direction, your character will carry on moving in this direction for as long you keep the left mouse button held down, providing he doesn't encounter any obstacles in his path.

Your character can either walk or run (see the relevant icon in the Game interfaces: Interface bar section on pg.17).

ENGAGING IN COMBAT

You are likely to encounter numerous ruthless enemies on your journey. You should, therefore, choose your weapons wisely. Some types of weapons, such as swords, are intended for close combat, whereas others, such as bows, are intended for ranged attacks. Choosing the right weapons to deal with the creatures threatening you means that you have already achieved your first milestone on the path to victory.

To engage in combat, place the mouse cursor on your opponent and click the left mouse button. Your character may move closer until the opponent is within range and then make his first attack. However, further action may be required.

The monsters you come up against also have certain vital energy reserves. The injuries you inflict will reduce their life level by the appropriate number of points. This number of points is determined by a number of influencing factors, in particular: the type of weapon, your character's experience level and all their various attributes.

Continue to left click on your opponent until he loses all his life points and dies. The speed of the clicking motion will determine your character's speed and agility.

But beware! You may also be savagely attacked by an enemy, and each time you are you will also lose life points. The number of points lost will mainly depend on the monster's strength and on your character's type of protection (helmets, armor, magic amulets, rings, etc.).

Apart from conventional weapons, there are also several spells you can use, and with quite astonishing effect. These are more effective against some monsters than others.

Note: See also the Game overview: How spells work (pg.28) and Appendices: Spells and their effects (pg.47) sections.

You can also develop a number of skills that will also assist you in your adventures.

Note: See also the Game overview: Using skills (pg.32) and Appendices: Skills (pg.48) sections. You should gradually succeed in devising a number of combat strategies which will take into account the strengths and weaknesses of your various enemies.

PLAYING DARKSTONE

This section of the manual contains all the information you need to know to play DARKSTONE.

It contains an overview of the essential features of the game.

Unless otherwise specified, when the term "click" is used alone in the text, it is taken to mean that you should click with the left mouse button.

Note: If you wish to quickly find the definition of one of the key terms and expressions used in this game (displayed in italics in the text), please refer to the Glossary at the back of the manual.

NOTES ABOUT THE MENUS

GENERAL MENU

The main menu appears every time you start the game after it has been installed. It gives you the following options:

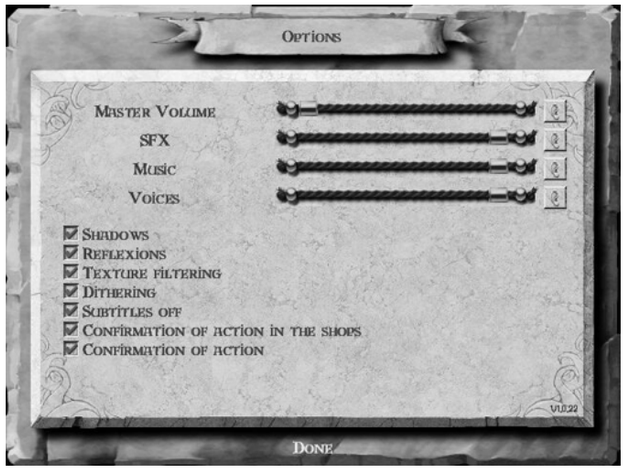
Click on: ***New game***
Select this option to start a new game.

Load a game
Select this option to continue a previously saved game.

Configuration

Select this option to access the audio and video configuration options.

Note: Click "Language" to select the language for on-screen text and dialogue or "Options" to access sound and other settings.



The "Options" menu enables you to alter general volume levels, as well as the volume of the sound effects , music and voices, by sliding the markers on the strings. You can also check the boxes to enable the following options:

"Shadow" (adds shadow effects during the game)
"Reflexions" (adds metallic reflective surface to weapons and objects)
"Texture filtering" (enhances picture quality, with fewer pixels)
"Dithering" (affects the shade of the colors)
"Sub-titles off" (removes sub-titles).

Confirmation of Action in the Shops

Credits
Select this option to view the names of all those involved in creating this game.

Exit game
Select this option to quit the game.

MAIN MENU

You can access the main menu at any time during the game by pressing the ESC button on the keyboard or by selecting the MAIN MENU icon on the interface bar. You are given the following options:

Click on: ***Continue***
Select this option to resume the game you just quitted.

Restart in Town
Select this option to bring your character(s) directly back to the town. Please note that if you go back to the town while your characters are still alive, they will lose all the objects they had. These objects will remain at the place you were when you selected this option.

Save a Game
Select this option to save your game.

Note: Click UPDATE SAVE to over-write the previous game you saved or NEW SAVE to save the game as a new file.

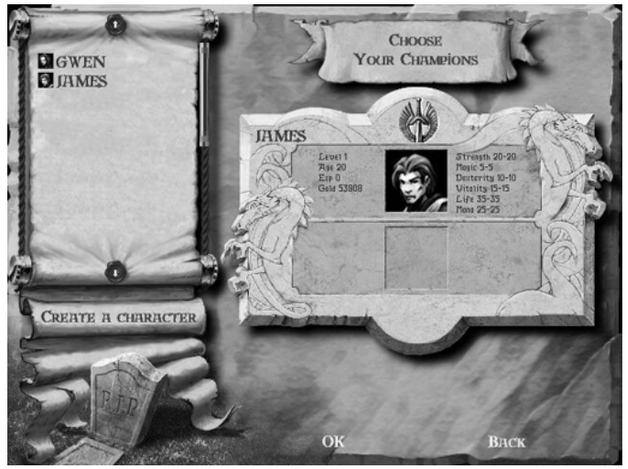
Load Game
Select this option to resume a previously saved game. Select the game you want to play from the list on the left and click OK.

Note: If you have saved several versions of the game, you should delete the versions you no longer need by clicking on the left button and then clicking the tomb in the left-hand corner of the screen.

Configuration
Select this option to add sub-titles or modify the audio and video settings (see the General Menu section on pg.11).

Quit
Select this option to quit the game and return to the main menu.

CREATING CHARACTERS



Note: Refer to the "Installation" section on pg.5 for information on how to start DARKSTONE.

- Once you have started DARKSTONE, click NEW GAME, then ONE PLAYER.
- You can now create a character. Firstly, click CREATE A CHARACTER, then choose your hero from among the different classes: Warriors, Wizards, Thieves and Priests. You can display the description of each character and their attributes by clicking the character's icon in the banner at the top of the screen, or by scrolling through them one by one using the small right and left arrows in the banner. When you have decided on your ideal hero or heroine (each class contains both male and female characters), display its description again, type in the character's name and confirm by clicking CREATE.
- The character's name will now appear on the scroll on the left of the screen, along with the character's icon surrounded by a description of his attributes. Move the icon to the slab on the right of the screen into one of the empty boxes and click again.
- You can create a second character to accompany your hero by repeating the steps given above.
- If you want to play with just one character, then you should only put one character on the slab. If you want to play with both characters, then you should put both characters on the slab.
- Next, click OK, then NOVICE to select the difficulty level. Please note that you will not be able to move on to a higher difficulty level until your character has acquired the necessary experience level.

You are now ready to start the game.

Selecting Previously Created Characters

- The game stores information on all your characters and their most recent attributes. If you want to re-use 1 or 2 characters you previously created in a new game, repeat the steps given above. Rather than selecting CREATE A CHARACTER, however, select directly, in turn, the icons from the list of available characters (the scroll on the left of the screen) by clicking on them and moving them to the slab with a left click. Finally, click OK, then NOVICE.
- If you want to remove a character from the list, click on its icon on the scroll, move it above the tomb (bottom left corner of the screen) and click again.

QUICK START

Essential commands and hot keys for starting the game

Action	Keyboard/Mouse
Move	Left click the desired place.
Pick up or select an object	Left click the object.
Put an object down	Left click the spot where you want to put the object down.
Use an object/Eat/Read letters or spell books	Right click the object.
Attack	Left click the enemy.
Attack without moving	Hold down SHIFT + left click.
Prepare a spell	Right click (the cursor will change into a cast spell icon).
Cast a spell	Left click the target after preparing it (cancelling a spell: right click outside the target) or casting a spell directly without preparing it: right click the target.
Use skills	Right click (after selecting a skill).
Speak to a character	Left click the character.
Display a character's attributes/Open the inventory	Press the I key or right click with the mouse on the character's icon in the interface bar.
Close the inventory	Right click on the character's icon or press the I key.
Zoom in and out	Arrow keys UP/DOWN
Change the viewing angle	Arrow keys LEFT/RIGHT
Level map	5 (on the numeric keypad), TAB key or the map button on the interface bar.
Save a game	ESC key, then select "Save a game" option.
Quick save	Q
Pause game	ESC key.
Quit inventory and shop dialogs and windows	SPACEBAR
Quit a camera sequence	Left click or ESC

Note: A complete list of commands and hot keys is provided in the Appendix.

GAME INTERFACES

Note: If you use the mouse to point at the various interface buttons, a line of text will appear giving the function's description and the relevant hot key.

Interface Bar

This is permanently displayed at the bottom of the screen throughout the game.

Icons and Buttons

Character icon

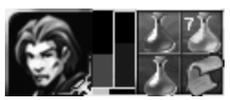
This icon provides a summary of your character's attributes.
Clicking the right mouse button displays the inventory.
Clicking the left button determines which character you want to move (in 2 character mode).

Bars

Life bar (red): This bar indicates your character's current life level. If the bar displays 0, your character will die.

Mana bar (blue): This bar indicates your character's current mana level. If the bar displays 0, your character will not be able to use his magic powers.

Food bar (yellow): This bar indicates your character's current food level. If the bar displays 0, your character is hungry and will lose life points.



Quick Items (“belt,” 4 slots)

This item provides your character with ready access to 4 small objects, such as potions (healing, poison reversal) or scrolls. This means that your character can access these objects without having to use the inventory. You can put these objects back in the inventory at any time and replace them with others (See Game interfaces: Inventory section on pg.19).

Note: If you are playing with one character, you can access the objects directly from the belt by clicking F5, F6, F7 or F8. If you are playing with two characters, click F5 to F8 for the first character and F1 to F4 for the second. Each key corresponds to each slot on the belt and to any object attached. Alternatively, you can right click the object's icon if you wish to use it.

Note: If you have several copies of the same object in your inventory, another copy will appear on the belt once the one already there has been used.

Spells and skills list box
This box displays the names of the spells, along with their level, or the names of the skills acquired.

If you don't have enough mana to cast a spell, the spell name will be highlighted in red.

Left click on this box to scroll down the list of spells and skills stored.
Right click on this box to open the Book of spells.

Note: For further information, please see the Game overview: How spells work section on pg.28.

"Skills" icon
Skills are particular abilities acquired by your character during his adventure.
Left click on the icon to display the next skill in the list box.
Right click on the icon to open the Skills window (list).

Note: For further information, please see the Game overview: Using skills section on pg.32.

Rest
This icon allows you to rest. If you rest, you can recover all your life and mana points.
But you should beware; if any of your opponents are about you can't have a nap.

Run/walk
This icon allows you to determine the speed your character moves around at, in other words, whether he runs or walks. If your character is running all the time he will have to consume lots of food.

Places visited
This icon enables you to access the places visited menu during the game. Click on the name of the place you want and your character will go straight there. This is ideal when you have gotten lost or moved away from an area you want to get back to.

Main menu
This icon brings you to the Main menu.

Note: For further information, please see the Playing Darkstone: Main menu section on pg.11.

Map
This icon displays the game map. This will guide you through the dungeons and lands. It only shows the places you have previously passed through.

Message record
In One Player mode this icon allows you to display the record of any dialog your character has had with the characters you have met during the game.

In Multiplayer mode, these icons allow you to display the record of any dialog your character has had with other players you have met during the game, as well as with the characters.

Note: For further information, please see the Playing Darkstone: Multiplayer options section on pg.34.

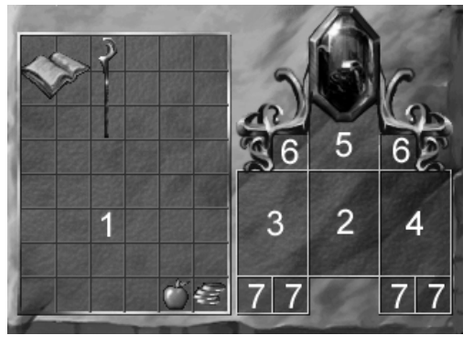
Description box
When you point at an object or character with the mouse cursor, its description is displayed.

Solo/ally mode
In One Player mode, this icon only appears on the interface bar when you are playing with two characters. It allows you to link up the two characters (the second character will automatically accompany the first character everywhere) or to split them up (the character you don't control will stay and wait for you).

In Multiplayer Mode, these icons are available and allow you to switch between ally and solo mode, and vice versa.

Note: For further information, please see the Game overview: Playing with 2 characters (pg. 32) and Playing Darkstone: Multiplayer options (pg.34) sections.

Inventory
The inventory is where you store the objects that you have acquired during the game or have bought in town. The left side (1) is the Bag where you put the objects you cannot use immediately. The right side (2 to 7) represents your character's body and the equipment he is carrying on him currently.



1 - Bag – Objects acquired during your adventure are placed in the bag. However, the amount of room is limited! You should arrange your objects efficiently so that you can get as much into it as possible. If there is no more room in the bag and the inventory is closed, the object you want will drop to the ground. If you really want an object, you have to get rid of another object, either by dropping it on the ground (by clicking on the object in the inventory, and then clicking on the ground) or by selling it in the town. Finally, you should also note that a magic object's powers are not effective when it is in the bag.

2 - Torso – This allows your character to put on the various types of armor and capes found in the game, thus providing tougher resistance against the enemy's blows.

3 - Right hand – This is for holding any weapon you wish to use.

4 - Left hand – This is for carrying a shield or torch. If you choose a two-handed weapon, such as a bow, large axe, etc. you will need to use your left hand, and so won't be able to carry a shield or a torch.

5 - Head – Should you encounter a helmet during the course of the game, place it here for added protection.

6 - Neck (2 places) – This is for wearing the various amulets found in the game. They enhance your character's attributes.

7 - Hands (4 places) – You can wear 2 rings on each hand, which will provide you with magic powers. To put an object on your character, click on the item you want from the bag, place it on the part of the body you require and click again.

- If your character already has an item on this part of the body, this will be replaced by the new item. You should put the previous item back in the bag, by simply left clicking on the desired spot.
- Follow the same procedure for the objects on the belt (interface bar).

Note: Objects in the inventory highlighted in red cannot be used because your character doesn't have the necessary attributes.

Attributes

This section describes your character's different attributes. This information appears when you open the inventory.

Strength
This represents your character's physical strength. As you increase its value you will be able to inflict greater damage on your enemies. You will also be able to wear heavier armor and use heavier and more powerful weapons.

Magic
This represents your ability to manipulate nature's energy. As you increase its value you will improve your ability to stock up mana. This will provide you with larger stocks of mana, even though the mana bar seems to remain at the same level.

This is particularly useful when casting very powerful spells.

Dexterity
This represents your character's degree of accuracy when hitting an enemy and his agility in dodging enemy blows. This influences your chance of hitting the enemy and the amount of damage inflicted.

Vitality
This represents your character's life level. The higher the value, the tougher your hero is.

Level
This represents your character's experience level.

Your character accumulates points every time he engages in combat. There is an experience bar in the interface (below "EXP.") which indicates where your points total stands. When the bar is completely filled you move up an experience level.

Level points
When you move up an experience level, you win a number of points to be distributed among the four main attributes: strength, magic, dexterity and vitality.

Note: When you move up an experience level during the game, a '+' symbol will appear and flash on your character's icon.

Please remember to distribute the points you have won. You do this by clicking on the "+" buttons to the right of each attribute, increasing them as required.

Life
The first figure indicates your character's current life level, the second, the total level of his life bar. This level increases when vitality points are added.

Mana
The first figure indicates your character's current mana level, the second, the total level of his mana bar. This level increases when magic points are added.

Food
This indicates the amount of food consumed by your character. If your character uses up a lot of energy running or fighting, the level drops much more quickly than usual. Your character replenishes his stocks by taking food from the bag by right clicking on the necessary item.

Victories
The first figure indicates the number of enemies killed, the second, the number of times you have beaten Draak.

Armor class (AC)
This indicates how well equipped your character is with items of protection (armor, shield, etc.). The higher the armor class, the better protected your character is against attacks.

Hit %
This indicates the chance your character has of hitting an opponent.

Damage
This is the possible range of hit points your character can inflict on enemies with a successful attack, determined by the type of weapons used and when he hits the enemy. As a result, the latter's points total will decrease by the same amount.

Magic resistance
This indicates your character's resistance to attacks based on pure magic.

Fire resistance
This indicates your character's resistance to fire, when used in certain attacks.

Poison resistance
This indicates your character's resistance to poison.
Note: You can find and use objects that will increase your character's resistance to magic, fire & poison.

Gold
During your adventure you will find gold in chests or at the feet of defeated enemies. This is the currency used by your character and the traders.

The Town
At the start of each game you will always find yourself back at the gates of the town. This is a key place during your adventure, an important meeting point. As you are likely to come back here quite often during the game, make sure you go on the guided tour that follows to get to know it well.

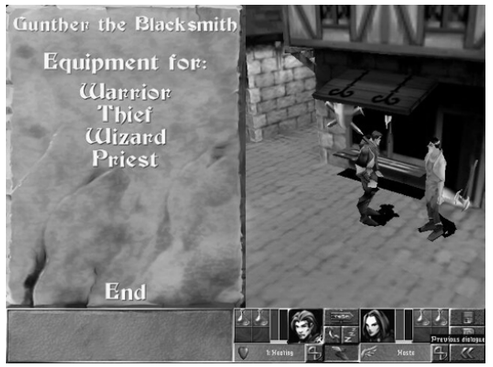
First visit
You should begin your visit by speaking to the guard at the entrance to the town (Bill). Listen carefully to what he has to say (he is particularly fond of offering invaluable advice) and follow his instructions. Don't be afraid to speak to all the other townspeople as they all have very important information to give you. Have a look around the town and go into the shops. You can also go on a guided tour of the town led by Murray (the second guard) at the entrance to the town.

Note: To interrupt a conversation, click on END or press the space bar.

Town traders
The traders in the town have a whole range of services to offer which can help you during your adventure.

Gunther, the blacksmith
Gunther can provide you with any equipment you need. At his premises you can buy, upgrade, repair and sell every type of weapon, armor, helmets and shields you come across during the game.

Note: See also the Game overview: Equipment, weapons and protection section on pg.29.



You should first select the rack appropriate to your character's class. This contains the equipment best-suited to his needs. But there is nothing to prevent you from looking at the other racks too.

- You can find out the price and features of the various objects, by pointing at them with the mouse cursor without clicking and a description box will appear displaying the relevant information for you to read.
- The value under the cursor is the price the trader agrees to sell or buy the item at. This price may vary depending on whether your character has the necessary trade skill. If he does, he will be able to buy it more cheaply and sell it for more than the object's stated selling price.
- The number of gold pieces displayed at the top of the window indicates the total amount your character(s) has/have.
- Click on an object to buy it. If the inventory is open you should put your purchase in it. If it is closed the object will be automatically put in the bag, unless it is full already. If this is the case you should open the inventory and make some room for it (see the Game interfaces: Inventory/Bag section on pg.19).

Madame Irma
Irma offers some of her services free of charge, healing your wounds and detoxifying you when you have been poisoned. She can also identify magic objects and remove spells from objects.

Perry, the Publican
The publican can provide you with food and comfortable lodgings for the night for 100 gold pieces. This will enable you to replenish your life, mana and food points completely.

Larsac, the Usurer
Larsac lets you deposit the gold pieces you have collected during the game at the bank, thus helping you to create more room in your bag and to avoid being robbed.

Master Elmeric
Master Elmeric can provide you with all the spell books and scrolls available in the game, as well as various magic objects. He has something for every size of purse. He can also recharge magic weapons for a few gold pieces. If you have any spell scrolls you no longer require, you can sell them to him.

Master Dalsin

Master Dalsin takes sheer delight in teaching you, for a fee, certain skills which may prove to be very useful later on in the game, e.g., “Medicine”, “Repairs”, “Identification”, etc. Each character has access to different skills.

Note: When you click on one of the traders, a menu appears displaying the options relating to the service they offer.

You should prepare for your adventure well by stocking up on food before leaving the town. You should also buy at least one “magic door” scroll because in the event of any emergency (short of supplies, need for assistance etc.), this allows you to return to the town immediately, and then to return to the place where you cast the spell.

Training Camp

Before engaging in combat you will have to learn weaponry and magic.

You should, therefore, go and see the guard of the training area, and then the master of swords. Choose one of the two types of sword by clicking above with the left mouse button and engage the troll in direct combat.

Once you have got to grips with this style of combat you should then go and see the master of magic. Take the magic staff and get ready by placing it on your right hand. To cast a spell you simply point at one of your enemies with the mouse cursor and click on the right mouse button. You can use the scrolls or spell books you find during your adventures in the same way.

If you want to leave the training arena, remember to place the weapons back on their stands.

You are now facing the master of projectile weapons - select the projectile weapon you want. Go and stand in front of three targets. To be awarded the diploma, you have to hit the three targets at normal and high speed. To do this, click on the targets while holding down the Shift key, so that your character remains perfectly still.

GAME OVERVIEW

Taking Your First Steps in Uma

You are now ready to enter the hostile lands of UMA. You must remember that you are one of the Pure of Heart. Your goal is to find the seven crystals to re-create the Time Orb so as to have a chance of destroying Draak, the necromancer. The salvation of the land of Uma rests on your shoulders.

You will firstly encounter the lands of Ardyl. It’s no exaggeration to say that these lands are far from hospitable.

You enter Ardyl as soon as you leave the town.

Begin by exploring the region. You are likely to meet people who can give you important information for the rest of your adventure.

You should then look for the entrance to the first dungeon. You enter it simply by clicking on the entrance.
The dungeons are made up of several levels. In some of these levels you will find the crystals which will enable you to put an end to Draak’s reign.

You have to search each level carefully, looking in every corner (even the shady ones), to ensure that you don't overlook any objects that might be of vital importance later on.

During combat (see also the About Darkstone: Engaging in combat section on pg.9), the red bar above the enemy indicates his life level. The numbers you see leaving your character and rising up to the sky like a soul represent the life points lost with each blow.

As a final recommendation, you should save games often, as you can die very easily. Use the "Q" key on your keyboard to make a quick save.

Information About Distributing Level Points

Remember to distribute the level points you have won among your character's four different attributes (see the Overview: Experience level (pg.8) and Quick Start: Attributes (pg.20) sections).

You are free to increase any of your character's levels of strength, magic, dexterity and vitality, but you should think carefully beforehand about how you would like your character to develop.

At the start of the game, each class has two of the four basic attributes that are dominant:

- Strength and vitality for warriors
- Magic and dexterity for wizards
- Dexterity and strength for thieves
- Vitality and magic for priests

Adding points to these dominant attributes will reinforce your character's strong points. If you would rather try to strengthen their weaknesses, add points to the other two. It all depends on the strategy you choose to follow. In any case, all the attributes have an influence on your character's other features, and consequently on his performance.

How Spells Work

The scrolls that you acquire during your adventure will enable you to cast a spell, just once. They don't use up mana. You prepare a spell by right clicking on the scroll (in the bag or on the belt). The mouse cursor will then change shape. You then select an enemy, object or place and left click to cast the spell.

Alternatively, there are magic spell books that provide you with the opportunity to learn spells, and therefore, be able to use them all the time. These spells use up mana and require different levels of knowledge. The higher the level, the more powerful the spell is. It may also have several variants. To attain a greater level of knowledge, your character must ensure he has a high enough magic level, find another copy of the spell book and re-read it.

Note: When you read a spell book you regain all your mana points (the bar is full).

Note: A spell book highlighted in red indicates that it cannot be read by the character, as he doesn't have a high enough magic level for this book. In this case, the book's description indicates the level required.

When you find a spell book, put it in the inventory and right click on it if you wish to read it. The spell associated with this spell book will then feature in the Book of Spells. You should use it when you feel it is appropriate and as often as you wish, providing you have sufficient mana.

You can also assign a number key to it as a hot key, so as to save you time during battles.

To assign a hot key:

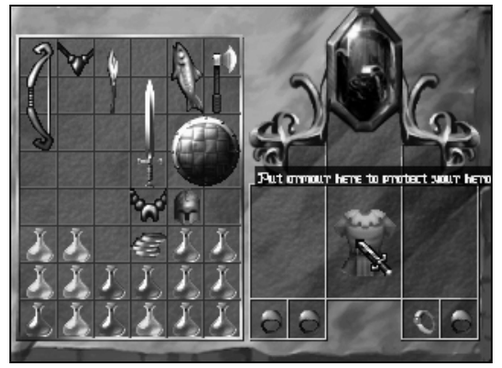
1. Open the Book of Spells, which lists all the spells available to you (press the "B" key or right click on the list box).
2. Click on the list box (see the Game interfaces: Interface bar section on pg.17) to select an available number.
3. Hold the "SHIFT" key down while clicking on the spell in the list you wish to assign to this number.
   The number will appear in the list box , followed by the name, and the spell will be stored. You can now select the spell by pressing the corresponding number key on the keyboard or by scrolling down the list of spells appearing in the list box. Once you have selected the spell from the list box you can click on the target with the right mouse button.

   ->You can do the same for the skills

When you find an empty scroll you can assign any spell to it you want. You do this by left clicking on the list box, scrolling down the list and selecting the relevant spell. Then right click on the scroll. You can, if you wish, give this scroll to the second character, if you are in 2 character mode.

Note: Don't be afraid to use magic, even if it isn't your character's strong point. Some opponents are very difficult to kill in direct combat, but might be got rid of more easily with a bit of magic.

Equipment, Weapons and Protection



You will find numerous different types of weapons and protection (helmets, armor, amulets, rings etc.) during your journey through the dungeons. You can also buy them in the Town and at various stages throughout the game.

The basic types of equipment have particular features (amount of damage inflicted on enemy, level of protection, durability etc.) and this information is displayed in the description box, which appears when you point at these objects.

You should, however, bear in mind that these objects don't last forever; they eventually wear out and break. If the icon for any of these objects is highlighted in red at the bottom left or right of the screen, this means that the item will soon be destroyed. You should get it repaired by the blacksmith to make it as good as new, or you should use the "Repair" skill, if you have acquired it. The more skilled you are at it, the better your repair will be (see the Using skills section on pg.32).

You can also get the blacksmith to enhance these objects' features, but this will result in a loss of durability points.

In addition to the conventional weapons for direct combat (swords, maces, staffs, etc.) and those for killing your enemies before they can strike you (spears, bows, throwing axes, etc.), there are also various other types of equipment that can be used to gain advantage in combat. These include:

- Weapons with specific magic powers for: setting enemies on fire, poisoning opponents and draining their energy like a vampire drains blood. As these are rare and powerful, they don't use up any mana.
- Equipment that changes your character's attributes: ring, amulet, armor, etc.
- Those connected with spells (e.g., invisibility capes...). These have their own stock of mana and use this to cast their associated spell. There is another advantage to this stock of mana: it is rechargeable by Master Elmeric or by using the "Recharging" skill.
- Those created from basic equipment. Later on during your adventures, you will come across concentration runes (a kind of magic stone) which you will be able to use to make new, very powerful weapons which can cast spells on your enemies during combat.

You can create these objects as follows:

1. Choose the spell you want to assign to the object.
2. Right click on the rune, then left click on the relevant object in the inventory. This object must not have any magic powers

Note: Don't be afraid to resell any weapons or armor you find in the dungeons that will just weigh you down. Reselling items will make more room and earn you some money. You should, however, ensure that you have some spare equipment available.

Warning! Some objects are cursed. This means that there will be a nasty surprise in store for you when you try to use them: instead of helping you, they will have a harmful effect on your character. You should, therefore, treat any unknown objects with great caution. Any cursed objects you have will be highlighted in blue. The only way of getting rid of the curse is to go and see Madame Irma.

Enemies

Enemy Goblin

On your journey through the lands and mazes of DARKSTONE, you will encounter an impressive array of beasts and creatures, each more horrid and murderous than the previous. There follows a description of the most prominent of these creatures:

- Spiders that are big enough in size to be able to poison your character when they bite him. They move around very quickly.
- Giant Wasps which climb and fly, and are sometimes equipped with magic missiles.
- Medusa and Snake, both of which are highly poisonous.

You will also encounter a whole range of other creatures who will do their utmost to ensure your demise: long-armed trolls, vampires, mysterious wyverns, skeletons, rat men, orcs, goblins and gorgons. These are to name but a few, as you will soon discover for yourself.

You should watch your enemies' behavior closely so as to work out the best strategy to defeat them. You will notice that some are more intelligent than others and will be able to avoid your traps. You will also notice that they are not all affected in the same way by the same spells and attacks.

Enemy Spectre

Using Skills
Skills can be purchased from Master Dalsin in the town. There are a whole range of skills and attributes that can serve your character well once he has developed them.

The skill level ranges from 1 to 10. The higher the figure, the more competent your character is in that particular skill and the more effective it will be.

When you are learning a skill, its name appears in the Skills window, which is displayed by right clicking on the “Skills” button in the interface bar.

Some skills are hidden. Once your character has acquired them you don’t have to actively apply them as they are controlled automatically. When a skill displayed in the list is hidden you cannot select it when you place the mouse cursor on it.

If you wish to use the other skills available, left click on the “Skills” button to display the list of skills and scroll down the list and select the relevant skill, then right click on the object or character you wish to allocate the skill to.

Skills don’t use up mana.

Note: For more information see the Appendix: Skills section on pg.48.

Playing With Two Characters
In DARKSTONE you have the option to play with two characters at the same time, but only in One Player mode. One of the characters is controlled by you, the other by your computer. This companion can watch your back for you, fight side by side with you and accompany you everywhere, unless you ask him to wait at a specific place for you (“chain link” button). He is an invaluable ally in battles.

At any point in the game you can select either of the two characters by clicking on their respective icons in the interface bar.

Tip: *It is recommended you choose two characters with complementary attributes. For example, by choosing a Warrior and a Wizard you can combine strength and magic.*

The character controlled by the computer can cast spells automatically. However, beforehand, you should select a spell for him and specify the amount of mana he can use automatically. You specify this amount by clicking on the mana bar and placing the level on the bar at the limit below which the second character will no longer be able to use mana. If the icon representing the spell selected from the list box is flashing, this means that you have given him enough mana to be able to cast his spell. You can do the same for the character you are controlling, but only using the following survival spells: Healing, Antidote and Food.

You are quite free to exchange objects between your 2 companions. If certain objects are not useful to one character, they may be to the other. You exchange objects by clicking on the object (in the character’s bag), moving it to the other character’s icon and clicking again to put it in the latter’s inventory. If the inventory is full the object will not be transferred. You should then right click on the character’s icon to open his inventory to make room for this object.

Active Decorative Items and Traps

In Darkstone, your path is strewn with all kinds of ambushes, enemies and traps. As if this wasn’t enough, there are additional items within the environment that affect your character. Just some of these are listed below, but you can be sure that the game will have other surprises in store for you.

Chests and barrels
These are used to collect objects and often contain food and gold. But you should be warned that they can explode! Use the “telekinesis” spell (see the Appendices: Spells and their effects section on pg.47) to open them safely.

Desks
These can be used for hiding scrolls and magic spell books.

Doors
Doors open when you left click on them. They block the enemy’s advance. It is, therefore, advisable not to open them all at the same time, otherwise you may be quickly overrun.

Levers
Levers are used to open blocked doors. If there are several levers, you may have to click on them several times to find the right combination.

Blue fountains
Blue colored fountains fill up your mana stocks, completely free of charge. To replenish your mana at a blue fountain, simply click on it. If you are in trouble, you shouldn’t wander away too far from these.

Red fountains
Red colored fountains boost your life level by restoring life points.

Paving slabs/trap-doors
Paving slabs and trap doors are activated by walking over them, or by placing an object over them. They can open doors, but may also be booby-trapped.

Teleporters
Teleporters are paving slabs that transport you to another place.

Puddles of acid
You should avoid walking through any puddles of acid that you may encounter, as you will lose life points in doing so.

Spikes
You may come across booby traps in the form of spikes that move in and out of the ground. You have to pass at the right moment to avoid getting impaled on them.

The Adventure Continues After Clicking "End"
In a game of DARKSTONE there are 7 quests to complete, with 21 different scenarios for each of these quests. When you start a new game the 7 quests chosen by the program will be different from those in the previous game.

Each time too, a new environment is generated. The lands and mazes change topology from one game to the next. The monsters, weapons and traps don't appear in the same places.

In other words, there are new adventures all the time in Darkstone, and never two the same. This ensures that you continue to gain the same enjoyment out of playing Darkstone, even after several games.

MULTIPLAYER OPTIONS

In Multiplayer mode you can control only one character, but the objective of the game still remains the same: to re-create the Time Orb and overcome Draak.

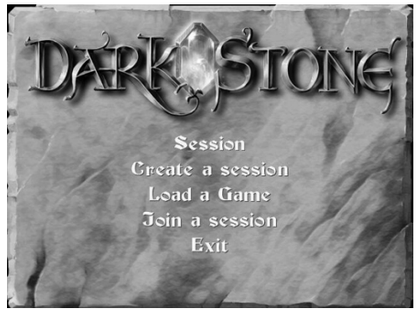
At the beginning of a multiplayer game, one player should be made game master. He is responsible for starting the "session" and can allow other players to join in the game.

Playing a Game in Multiplayer Mode

1. If you are the game master:
First of all, click NEW GAME, then MULTIPLAYER from the menu that appears.

Select or create your character, then confirm your choice (see the Playing Darkstone: creating a character section on pg.13). A screen appears displaying the services available. You should then click on either of the two communications protocols offered: TCP/IP or IPX.

Note: IPX is generally for LAN connections only, whereas TCP/IP can be used for both LAN and Internet.
Once you have selected the connection mode the "Session" menu appears.



Click on Create a session if you wish to start a new Multiplayer game.

- You should then select the difficulty level. As in One Player mode, there are three levels available: Novice, Expert and Master. Your character's experience level determines the difficulty levels that you can access.
- The game will then begin. You can either wait for the other players or carry on the game on your own. Click on Load a game if you wish to resume a game which has previously been saved..
- The last game played in Multiplayer is loaded and the game begins.

2. If you are not the game master:
You initially follow the same procedure specified above for the game master:

- Click NEW GAME, then MULTIPLAYER.
- Select or create your character.
- Select the communications protocol.

Then, when the Session menu appears you should click Join a session.

For games using only TCP/IP, you will be prompted to enter the IP address (a series of numbers separated by points) or the standard Internet address (starting, for example, with www) of the server or game master you want to connect to.

Note: The game master can ascertain his IP address by running the Windows 95 or 98 winipcfg.exe program, which he should then pass on to the other players.

A screen will appear with a list of the sessions available. Please note that the game master selects the difficulty level of the game on the basis of his character. If this is a level that you cannot access, you will not be able to join that session (it will not even be listed on the scroll).

If there are sessions available that you can join, select the one you wish to join, confirm and the game will begin. You will then be connected to the game master and the other players.

Saving a Game

Each player can save the attributes associated with his character when he quits the game. Only the last player to quit the game can save ALL of the relevant game information, including the location of objects found during the adventure. If you wish to resume the game, this player should be the game master.

When any player leaves the game, all of the vitally important objects he found to help complete his quest become available again to the players remaining in the game. They are all located at the place this player's character was when he disconnected.

Ally Mode

Depending on whether you have chosen "ally" or "solo" mode, your ally may or may not be protected against your attacks. For example, if you were to shoot him accidentally during combat he may or may not be wounded.
It remains for you to find out!

Handling Messages

In Multiplayer mode you can send messages and chat to one or more players.

You can decide whether everyone has access to your messages, or a select group of people, or just one particular player.

General Messages

You can send a general message by clicking on the "message" icon in the interface bar or by pressing the ENTER key. When the dialog box appears, type in your message and confirm.

Individual Messages

You can send a message to one particular player by clicking on the "message" icon in the interface bar or by pressing the Enter key. Write the message in the following format:

@ followed by the name of the player concerned, followed by a space, followed by the message text.

For example, if you wanted to send a message just to a player called MERLIN, you would type in the text in the following format: @MERLIN join me at the entrance to the town

Coded Messages

You can also send coded messages by typing:

! followed by the message text.

To code and decode messages, you need to enter the guild code beforehand by pressing SHIFT + ENTER (this is the code/decode key). When the dialog box appears, enter a string of characters as your code password and confirm.

Only players with the same code as you will be able to decode your messages. The others will only see a series of meaningless text.

Note: If a character doesn't know the guild code, but has acquired the "Languages" skill, he will be able to decode all or part of your coded messages, depending on his skill level.

APPENDICES

The 4 Regions of Uma

Ardyl

The region of Ardyl has traditionally served as a refuge for Uma's fiercest warriors, as well as for the renowned Amazons. It is now being threatened by the presence of goblins and skeletons.

Marghor

This region has long been the preferred haunt of Uma's most powerful wizards. They used to live in isolation from the rest of their world, in towers hidden away in the depths of Marghor's forests. There used to also be sorceresses, but now Marghor is under threat from the lizard and rat men, who have already burnt down the wizards' towers and massacred many sorceresses...

Ormar

Ormar was home to the most loyal servants of the gods, and many monasteries were built in the region. Monks and priestesses came here for training, as well as to strengthen their faith and learn the arts of magic and combat. But with this region now being taken over by the Wyverns, the monasteries have gradually begun to disappear...

Serkesh

This land instills fear and dread in Uma's merchants. Its roads are far from safe, despite being patrolled by village police and guards, and there are very few that would dare travel along them unaccompanied. Serkesh is the most barren of Uma's lands. Only recently, snakes have begun to occupy the land at a quite astonishing rate. According to some rumors, it is also inhabited by dangerous thieves, but who can be sure?

The Warrior

The Warrior

The finest warriors are born in the heart of Ardyl's forests. From their earliest years, they have to become tough and develop absolute physical strength to be able to confront the dangers lurking in their region.

As children, they learned to survive in the most hostile of environments, to overwhelm wild beasts with their bare hands and, above all, to fight the goblins and skeletons which abound in their land. They have also put their many expeditions to the various villages to good use by acquiring the mastery of swordsmanship. They usually end up as mercenaries or masters of arms.

These warriors are now the strongest men alive. Their powerful, yet agile muscular frame makes them formidable opponents in direct combat. Their strength fills the lords with dread and there are very few that would dare challenge them in single combat. They stalk their enemies with the patience of a hunting cat, and can swoop down on them with the speed of a hawk. They do have once weakness, however: they dislike magic because they consider it a demeaning means of combat. They prefer by far the incisive cut and hard steel of the sword to the use of spells.

The Amazon

The Amazon

Amazons are fierce horsewomen who live in the region of Ardyl. They are entrusted at a young age to a Mother and soon become formidable warriors, showing no fear of either physical strength or magic powers.

They learn as a group to compensate for their lack of physical strength through their agility and flexibility. Guided by their Mother, they must continually undergo a serious of stern trials with the aim of strengthening their spirit and making them a match for any warrior. The worst of these "character-building" trials involves them venturing into the goblins' den and bringing back the skull of their leader...

The Amazons gain the upper hand in direct combat thanks to their agility and the way in which they can anticipate their opponent's blows. Their enemies describe it as being involved in a relentless dance of death.
Similarly to the warriors, the Amazons have mastered the use of the sword, demonstrating impressive accuracy. It is, indeed, very rare for them to use magic.

The Wizard

The Wizard

The greatest wizards come from the region of Marghor. Tradition has it that the ancient wizards always come to Marghor to choose those who have the Gift to become apprentice wizards. This happens when candidates are in their adolescence.

Their whole life is then turned upside down. They return with their master to his tower, a solitary place conducive to reading and learning. These young wizards spend most of their time immersed in the spell books of the ancient wizards. For years on end they wear their eyesight out poring over scrolls, spending endless nights in their master's library. And then gradually, they begin to master increasingly difficult and complex spells.

Unfortunately, however, the wizards' towers have now disappeared since the lizard and rat men invaded the region. They carried out attacks on the towers, killing may apprentices in the process....

The young wizards have now been left with no alternative other than to fight for survival. But as they have never handled weapons they can only rely on their magic powers to defend themselves, as they have always preferred to concentrate on developing their minds, rather than their bodies. But, despite their lack of any physical strength, they have managed to impress their enemies with the intensity of their spells.

The Sorceress

The Sorceress

Very little is known about the sorceresses' early years. Rumor has it that they learned their magic by themselves in the shady clearings of Marghor's forests. Others allege that the goddess Kaliba, herself, took them under her wing.

The source of the sorceresses' power is Nature itself. And indeed, they have no match when it comes to knowing the right plants to combine in order to create terrible spells.

But their most terrifying power, which may be seen as either a gift or a curse, is lycanthropy, which transforms them into a beast, half woman, half wolf.

The sorceresses are universally feared on account of their potent magic. However, for some time now, the ingredients that make up their strange concoctions have become more difficult to find. Worse still, the rat and lizard men have overrun their territory. The Sorceresses realized that they wouldn't be strong enough to confront them, so they had to leave the safe cover of the trees and venture further out towards the villages.

The village inhabitants still eye them with mistrust, even today, but the sorceresses pay little heed to this as it is vital for them to keep on the move, roaming the land of Uma in search of new ingredients that will enhance their magic powers.

The Monk

The Monk

In the past, before the darkness descended, many monasteries were established in the region of Ormar.

The prospective monks were sent to these monasteries where they became good men, enjoying the respect of all. The monks spent many years in this place of prayer, learning various combat techniques and spells.

Although less accomplished than wizards or warriors in these respective arts, the monks have the advantage of being highly competent in the complementary disciplines of war and magic. Isolated from the rest of the world in their peaceful haven, they have had years to master the use of blunt weapons (i.e. those weapons other than swords). The staff has become their favorite weapon. They have also studied white magic, so that they can use it to help their neighbor and conquer Evil.

There are now far fewer monks than there were in the past. Nearly all of the monasteries have fallen under attacks from the wyverns sweeping across the region.

Monks now represent good, as well as life and its combat. They are still held in high regard because of both their skills with a staff and their ability to heal wounds.

The Priestess

The Priestess

As with the monks, the priestesses have divided their lives between religious devotion and learning the arts of combat and magic. The source of their strength is their faith and they fight in the name of the gods. In a world increasingly threatened every day by the Darkness, they stand out as beacons of Good and Life.

During their travels they offer assistance to beggars, and they are quite prepared to take on thieves in direct combat, or use their magic to alleviate the suffering of the sick.

The Assassin

The Assassin

In order to survive, assassins often begin their careers by relieving merchants of their purses. From their youth, they know how to move around in the dark without making a single sound and steal from sleeping travellers. Their exploits always end up attracting the attention of the Thieves Guild in Serkesh. The assassins have settled in this region, so that they can benefit from the lessons of more accomplished exponents than themselves. In time, the most able of the young apprentices can even surpass their masters.

As they are cunning and nimble, assassins often use projectile weapons when attacking their opponents in combat. Even if they are capable of engaging in direct combat, they actually prefer to kill their enemy even before he has had the time to draw his sword or use his magic. This tactic is very effective against the serpents that are rife in the region. The assassins have also mastered a number of spells.

The Thief

The Thief

The thieves' reputation precedes them in the region of Serkesh. All of these women have demonstrated at one time or other that they have the stuff of which thieves are made. Thus, they became members of the renowned Thieves Guild, where they could develop their natural talents further.

Within the guild they learned to use their skills to break into merchants' lavish residences to steal gold and precious jewels. They also learned how to kill sentries using projectile weapons and to set traps for travellers at nightfall.

Their skill set is considerable and makes them very dangerous opponents, both in direct combat and when using long range weapons.

HISTORICAL GLOSSARY

Life: the cosmic force of Good and creation, which gave birth to the land and Nature.

Death: the cosmic force of Evil and destruction. Death came into being because of Life to maintain the cosmic balance.

Pure of Heart: these are men and women with a pure soul. The Pure of Heart's past or profession are not an issue; they could be assassins, and yet still have a pure heart. Only the Pure of Heart are entitled to receive the seven crystals needed to re-create the Time Orb and confront Draak.

Draak: the ally of Death and a powerful necromancer. He was a monk of Kaliba before he betrayed his order and became a symbol of Darkness. He has the power to transform himself into a dragon.

Darkstone: the force that drains the vital force of Uma's inhabitants and transfers it to Draak, making him even more invincible. Deprived of their vital force, the people become weak and turn to stone.

Primeval Combat: this is the showdown between Life and Death. Life emerged as the victor from this combat and took on human form as the goddess Kaliba.

Goddess Kaliba: the incarnation of Life and mother of all the gods. She founded the order of monks of Kaliba and represents Good in the land of Uma.

Dawn of Kaliba: this describes the harmonious period following the Primeval Combat, when men created a world of peace and harmony where Magic was used for good.

Wars of Darkness: this describes the period following the Dawn of Kaliba when Evil corrupted men and drove them to kill each other, plunging the world into all-out war and bloodshed.

Dragons of the Dawn: they came into being through magic and were Man's protectors for a long time. They perished during the Wars of Darkness.

Age of Harmony: this describes the period following the Wars of Darkness. This period was brought about thanks to the Time Orb. Draak's appearance marked the decline of the Age of Harmony.

Time Orb: this was created from the tears shed by the goddess Kaliba when she saw mankind tearing itself apart. The Time Orb was entrusted to the druids to vanquish evil from the hearts of men and was then broken into seven crystals to prevent it from coming under the control of Evil.

Dragon Lord: when the Dawn of Kaliba came to pass in the land of Uma, the Dragons of the Dawn appointed one of their number as lord of all the dragons. Draak discovered the Dragon Lord's skeleton and, using the Astral Hand, was able to use it to transform himself into a dragon.

Astral Hand: this came about following the confrontation between Draak and the goddess Kaliba in her celestial kingdom. Draak was defeated but managed to cut off the goddess' hand before being driven back to the land. Using his necromancy skills, he changed the hand into the Astral Hand, an extremely potent magic object.

SPELLS AND THEIR EFFECTS

ABSORPTION absorbs the enemies vital energy during combat. The player can pick up life points using this.

ANTIDOTE: is used to heal characters who have been poisoned.

BERSERKER: increases the character's armor class, speed of attack and chance of gaining a hit during a certain period of time. You can also win life points.

MAGIC BOMB: is similar to a mine and explodes on contact with the opponent or when a certain period of time has elapsed. It can be used to booby-trap chests.

FIRE BALL: launches fire balls.

CONFUSION: plunges an enemy into total confusion, making him go and attack his comrades.

DETECTION: helps detect magic objects, which are then highlighted in blue.

DEATH DOME: creates a protection dome around a character. Anyone who tries to break through it will be injured.

SPARK: throws sparks at a target.

HEALING: provides healing.

HASTE: allows you to move faster.

INVISIBILITY: makes a character invisible to everyone, but he may be given away by his footsteps.

INVOCATION: invokes a fire golem which attacks your enemies.

SLOWNESS: slows down your enemy target's speed of movement and combat.

LIGHT: creates a luminous aura around your character. Its power depends on your character's experience level.

MAGIC MISSILE: launches magic projectiles.

WALL OF FIRE: creates a wall of fire.

FOOD: provides your character with food.

POISON CLOUD: produces a green cloud which poisons anyone who approaches it.

FORGETFULNESS: causes you to temporarily forget spells for monsters and erases the enemy players' pre-selected spells.

FEAR: causes panic amidst the enemy lines.

STONE: turns the target creature to stone.

MAGIC DOOR: creates a door that allows your character to go back and forward between the dungeon and town.

REFLECTION: rebounds any spells cast or projectiles thrown at you onto your aggressor.

RESURRECTION: allows you to revive your character.

FLAME THROWER: launches huge flames at enemy targets.

TELEKINESIS: can be used to open up chests, pick up objects and pull levers from a distance.

TELEPORTATION: allows your character to move instantly to anywhere he chooses. Please note that some places are not accessible via teleportation.

STORM: pushes back any enemy at close range to the thrower. Any enemy touching a wall gets damage points against him.

THUNDER: throws lightning bolts at the enemy.

MUTATION turns the enemy target into a chicken.

NIGHT VISION: allows you to see the enemy better in dark areas.

SKILLS

LEARNING: ability to quickly increase your character's experience.

TRADE: ability to bargain over the price you want to buy or sell an item at.

COMMUNION: ability to recover mana stocks more quickly.

LANGUAGE: ability to decode coded messages (Multiplayer mode only).

MASTER OF ARMS: ability to increase speed of attack and chances of a successful hit.

PERCEPTION: ability to detect traps.

Other Skills

CONCENTRATION: ability to enhance your character's physical attributes temporarily (strength and dexterity)

DEFUSING: ability to undo traps.

DETECTION: ability to detect magic objects.

EXORCISM: ability to remove spells from cursed objects carried by another player.

FORESTER: ability to find food.

IDENTIFICATION: ability to identify all unknown objects.

LYCANTHROPY: ability to change your character into a werewolf. (All the magic points are used for strength).

MEDICINE: ability to heal others.

MEDITATION: ability to temporarily increase your number of mana points.

ORIENTATION: ability to display the entire map for the regions and dungeons for a given period of time.

PRAYER: ability to increase your character's armor class.

RECHARGING: ability to recharge the magic objects you have.

REPAIR: ability to repair the weapons you have.

SILENCE: ability of your character to move around without being noticed by his opponents.

THEFT: ability to rob the characters you meet.

Distribution of Skills Available to the Various Classes

Warriors	Thieves	Wizards	Priests
Learning	Learning	Learning	Learning
Trade	Trade	Communion	Communion
Concentration	Defusing	Identification	Exorcism
Master of Arms	Identification	Languages	Medicine
Repair	Perception	Lycanthropy (sorceress) Detection (Wizard)	Master of Arms
Forester	Silence	Meditation	Perception
Orientation	Theft	Recharging	Prayer

Hot Keys and Commands

Mouse

Left button:	Movement, action (including, speaking, picking up objects), attack
Left button + CTRL:	Change character's speed (walking/running)
Left button + SHIFT:	Attack without moving
Right button:	Throw (clicking on target), activate an object, reading letters or spell books

Keyboard

1, 2, 3, 4 5, 6, 7 and 8	Select a stored spell or skill
B	Book of spells
ENTER	Open message window
ESC	Display or quit main menu
SPACEBAR	Return quickly to the game and close all menus
F1, F2, F3 and F4	Use objects on the second character's Belt
F5, F6, F7 and F8	Use objects on the first character's Belt
F9	Default camera mode
F10	Camera top down mode
F11	"TRACKING" 1 camera mode
F12	"TRACKING" 2 camera mode
ARROW KEYS LEFT/RIGHT	Camera rotation
ARROW KEYS UP/DOWN	Camera zoom in/out
G	Enable/disable solo mode
H	Display history of current adventure
I	Inventory
L	List of places visited
TAB / Numeric keypad 5	Display or quit map (Num Lock OFF)
O	Enable/disable shadows
Page Up	Change character
Page Down	Change character
Numeric keypad 4 and 6	Rotation (Num Lock OFF)
Numeric keypad 8and 2	Zoom (Num Lock OFF)
Q	Quick save
R	Enter rest mode
BACKSPACE	Run or walk
S	List available spells
SHIFT + ARROW KEYS	
LEFT/RIGHT/UP/DOWN	Scroll through map when displayed
SHIFT + selected spell	Save spell
CTRL+ ENTER	Enter guild code
T	Open/close the Skills list
+/ -	Scroll through stored spells

GLOSSARY OF TERMS

Interface bar: this bar is always displayed at the bottom of the screen during the game. You can use it to access a number of commands and to control your character. *See the Game interfaces: Interface bar section on pg.17.*

List box: this is a small field in the interface bar displaying the list of spells stored or the skills list.
See the Game interfaces: Interface bar section on pg.17.

Description box: this is the large field to the left of the interface bar which displays descriptions of objects or characters when you select them or point at them with the mouse. *See the Game interfaces: Interface bar section on pg.17.*

Skills: particular abilities, which can be very useful in completing your quest. Your character can develop these throughout the game. *See the Game overview: Using skills section on pg.32.*

For a complete list of skills, *see the Appendices section on pg.48.*

Belt: you can attach 4 objects directly to the belt. This provides your character with quick access to these items, without the need to open the inventory. *See the Game interfaces: Interface bar section on pg.17.*

Skills window: this window displays a list of all the skills acquired.
See the Game interfaces: Interface bar section on pg.17.
See the Game overview: Using skills section on pg.32.

Spell/magic books: you can buy these in the town or find them during your adventures. You can learn a spell from each one. You will then be able to use these spells at any time, providing you have enough mana to do so. *See the Game overview: How spells work section on pg.28.*

For a complete list of spells, *see the Appendices section on pg.47.*

Identifying an object: when you find a magic object, the term "unidentified" may appear in its description. If this is the case you have to identify it either by going to see Madame Irma or by using the "Identification" skill so that you can learn about what it does. An unidentified object may sometimes be a source of trouble, but most of the time there is a pleasant surprise in store. *See the Game overview: Equipment, weapons and protection section on pg.29.*

Inventory: this stores the objects you have bought or found. These objects are either arranged in the bag or carried by your character as equipment. *See the Game interfaces: Inventory section on pg.19.*

Playing with two characters (or two character mode): in Darkstone you can play with two characters, one of which is controlled by the computer, the other controlled by you. You can change character at any time by clicking on the relevant icon. *See the Game overview: Playing with two characters section on pg.32.*

Book of Spells: this lists all the spells you have mastered after reading the spell books.
To find out how it is used and how the list is created: *See the Game overview: How spells work section on pg.28.*
See also the Appendices: Spells and their effects section on pg.47.

Shop: These are available in the town. For example, you can by objects from the blacksmith. There are several weapons "shops" (or "racks") where objects appropriate to each class are available. *See The Town: Town traders section on pg.22.*

Experience level: your character acquires experience each time he enters into combat. This level increases as the game progresses. Definition: *see the Overview: Experience level section on pg.8.*

Changing level: *see the Quick Start: Attributes section on pg.20.*

Quest objects: these objects (keys, crystals, etc.) are of vital importance in completing each level.
Scrolls: scrolls contain spells that all of the characters can use, but only once. They can be bought from Master Elmeric or can be found at certain points during the various levels. Recharging a weapon: some magic weapons have their own reserve of mana which can be recharged in town. *See the Game overview: Equipment, weapons and protection section on pg.29.*

Spells: your character can resort to magic and cast spells. *See the Game overview:*

How spells work section on *pg.28. See the Appendices: Spells and their effects section on pg.47.*

CREDITS

Created and produced by . . . . . Paul Cuisset
Artistic director . . . . . Denis Mercier
2D & 3D graphics . . . . . Denis Mercier, Frédéric Michel
Programming . . . . . Paul Cuisset, Claude Levastre, Benoit Aron
FMV Sequences . . . . . Thierry Levastre, Frédéric Michel, Romain Arnoux, Eric Brestroffer, Thomas Vincent, Stephane Soubiran, Damien Coureau
Music . . . . . Christophe Rime

"Darkstone" song:
Lyrics and singing . . . . . Audren
AudrenMusic written and performed by . . . . . Christophe Rime
Soundtrack production, CD "Soul Preserves" Night & Day . . . . . Audren
Soundtrack production, CD "Rime" Night & Day . . . . . Christophe Rime
Recording and mixing studio . . . . . Louis Studio - Tienen, BELGIUM
Christophe Rime played Takamine and Ibanez guitars and used Steinberg software

"Darkstone" video clip
Producer and Storyboard and editing . . . . . Thierry Levastre, David Tessier
Sound effects . . . . . Johnathan Liebling
Art . . . . . Jean-Michel Ponzio, Nicolas Bournay
International relations and product manager . . . . . Marie-Pierre Meyrignac
Legal matters: . . . . . Marie-Pierre Meyrignac
Development director . . . . . Bertrand Gibert
Marketing & Communication Manager . . . . . Samantha Woods Marie-Rose
Executive Producer . . . . . Philippe Delamarre
Test manager . . . . . Frédéric Pierrat
Test team . . . . . Jean-Louis Bruneau, Jean-Pierre Gueguen, Erwan Imbault, Mathieu Micout
Manual Writer . . . . . Loïc Belland
Story editor . . . . . Mathieu Gaborit
Dialogue editor . . . . . Jean-Luc Dumont
Casting and audio recording . . . . . Knockin'Boots Production
Quality assurance . . . . . Samy "Lord Minus" Ben Romdhane

Public relations . . . . . Victor Perez (France)
. . . . . Marc Trennheuser (Germany
. . . . . Simi Belo (UK)
Product managers . . . . . Raphaele Martinon-Soupre (France)
. . . . . Peter Larsen (Germany)
. . . . . Stefan Schulz/Steen Schnack (Scandinavia)

Xaudio MPEG Audio Engine © 1996-1999 by MpegTV, LLC, all rights reserved
Gathering of Developers

CEO . . . . . Mike Wilson
President . . . . . Harry Miller
COO . . . . . Allan Blum
VP of Marketing . . . . . Jim Bloom
Video Production . . . . . Doug Myers
CFO . . . . . Rick Stults
Corporate Development . . . . . Binu Philip
Operations . . . . . Terry Nagy
Online Support . . . . . Noel Stephens
Concrete Support . . . . . Rich Vos, Jason Birdwell,
. . . . . Kyle Hlavinka, Shane Love, Mike Holcombe
Administrative . . . . . Joanna Carr-Brown

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